FAHRENHEIT 451™

BASED ON THE NOVEL BY

RAY BRADBURY

MULTI-DISK SOFTWARE
For the Apple® IIc, IIe or II+
Requires 64K
451
ISBN 0-917649-04-4

TRILLIUM™

FAHRENHEIT 451™

BASED ON THE NOVEL BY

RAY BRADBURY

The time is not too long from now. The place is New York City. Yet it is a setting few of us would ever recognize.

For this is a world where simply owning a book is dangerously illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, once a dedicated Fireman, are now a rebel with a passion for books—and the most wanted fugitive in the country.

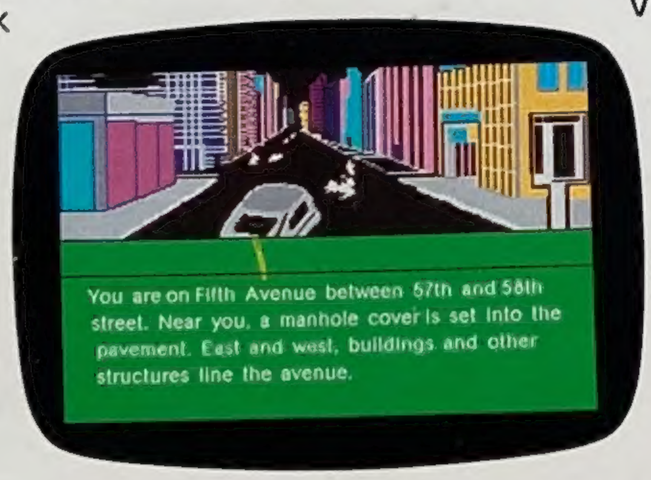
There are still a few people who can help you —your fellow members of the Underground. They can tell you how to fool the deadly Mechanical Hounds, how to steal a Fireman's uniform, how to avoid the military ID checkpoints.

Yet escape is not your main concern. You are possessed, driven onward by your own unflinching ideals. You feel a desperate need to fight, to push back ignorance, to vindicate every page a Fireman has ever burned.

But how? How can a hunted criminal bring the books of the world back from the edge of extinction? The chances seem pitifully small. And yet, with a little cunning, a little stealth, a little careful planning...

"I'm thrilled to be participating in the evolution of my **Fahrenheit 451** into a computer adventure. For anybody curious about what happens to Montag after the book ends, or about what science fiction software might be, here is an exciting place to start."

Ray Bradbury



Fahrenheit 451 is the first computer adventure game to be produced in collaboration with Ray Bradbury. It offers an advanced parser, multiple disk sides for extended play, and the ability to be played with or without graphics. Also included with this package is a specially written prologue by Mr. Bradbury that establishes the background for the game.

RAY BRADBURY, world-renowned author of such science fiction classics as **The Martian Chronicles** and **The Illustrated Man,** has written for television, theatre, radio, and film, and has been published by virtually every major American magazine. Written over thirty years ago, **Fahrenheit 451** remains his best-known work, and is an acknowledged classic as well as one of the world's finest science fiction novels.

The adventure game **Fahrenheit 451** was produced and developed by Byron Preiss Video Productions, Inc., leading designers of entertainment and educational software. Their technical director is Lee Jacknow.

FAHRENHEIT 451 computer program is a trademark of Trillium Corp.
© 1984 Trillium Corp. All rights reserved. Based on the book FAHRENHEIT 451, © 1953, by Ray Bradbury.

451

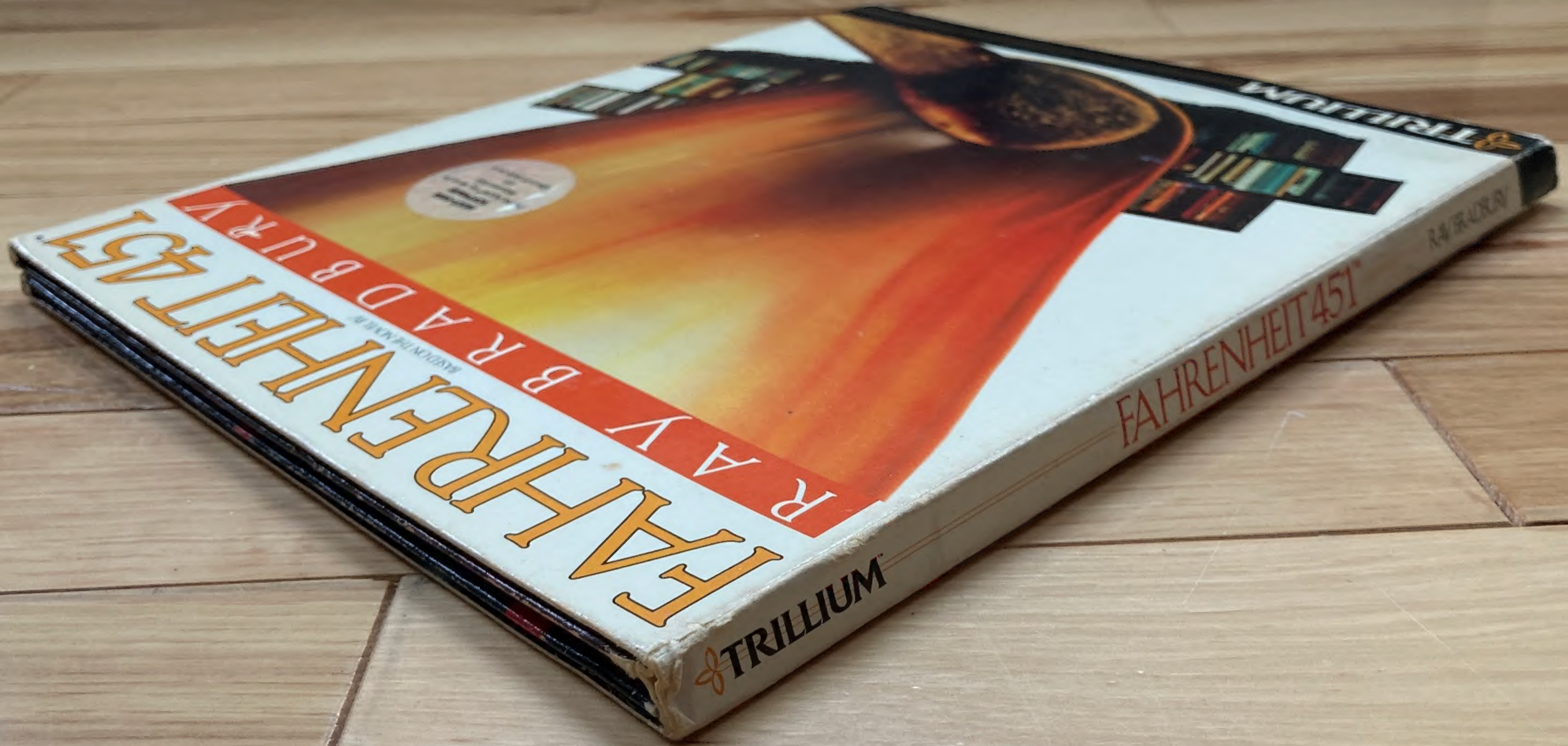
TRILLIUM™

60
PRICE DOMINATE

TRILLIUM

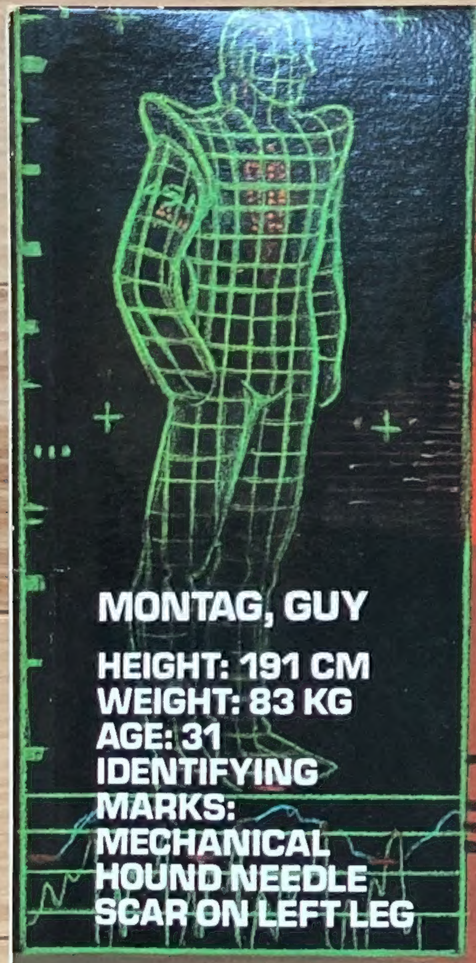
FAHRENHEIT 451

RAY BRADBURY


RAY BRADBURY
FAHRENHEIT 451
TRILLIUM
TRILLIUM

FAHRENHEIT 451™
BASED ON THE NOVEL BY
RAY BRADBURY
The time is not too long from now. The place is New York City. Yet it is a setting few of us would ever recognize.
For this is a world where simply owning a book is dangerously illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, once a dedicated Fireman, are now a rebel with a passion for books—and the most wanted fugitive in the country.
There are still a few people who can help you—your fellow members of the Underground. They can tell you how to fool the deadly Mechanical Hounds, how to steal a Fireman's uniform, how to avoid the military ID checkpoints.
Fahrenheit 451 is the first computer adventure game to be produced in collaboration with Ray Bradbury. It offers an advanced parser, multiple disk sides for extended play, and the ability to be played with or without graphics.
"I'm thrilled to be participating in the evolution of my Fahrenheit 451 into a computer adventure. For anybody curious about what happens to Montag after the last time or about what he hers in an software might be, here is an exciting place to start."
TRILLIUM

FAHRENHEIT 451
RAY BRADBURY
TRILLIUM
451



MONTAG, GUY

HEIGHT: 191 CM
WEIGHT: 83 KG
AGE: 31
IDENTIFYING MARKS:
MECHANICAL HOUND NEEDLE SCAR ON LEFT LEG

WANTED

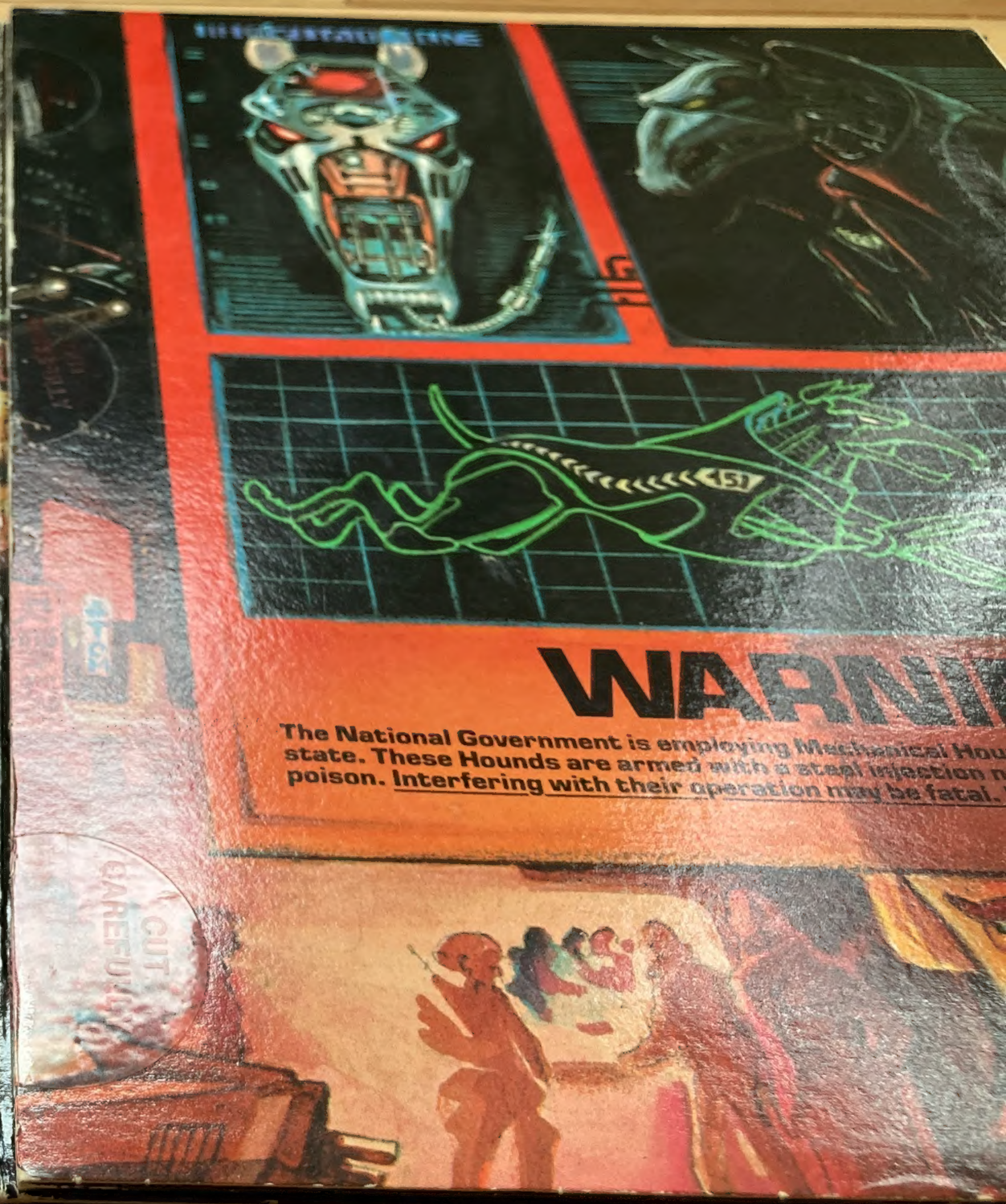
WARNING: ARMED AND DANGEROUS/SUBVERSIVE FIREMAN/ WANTED FOR MURDER AND CRIMES AGAINST THE STATE/ BELIEVED HEADED FOR NEW YORK CITY/SHOOT ON SIGHT.

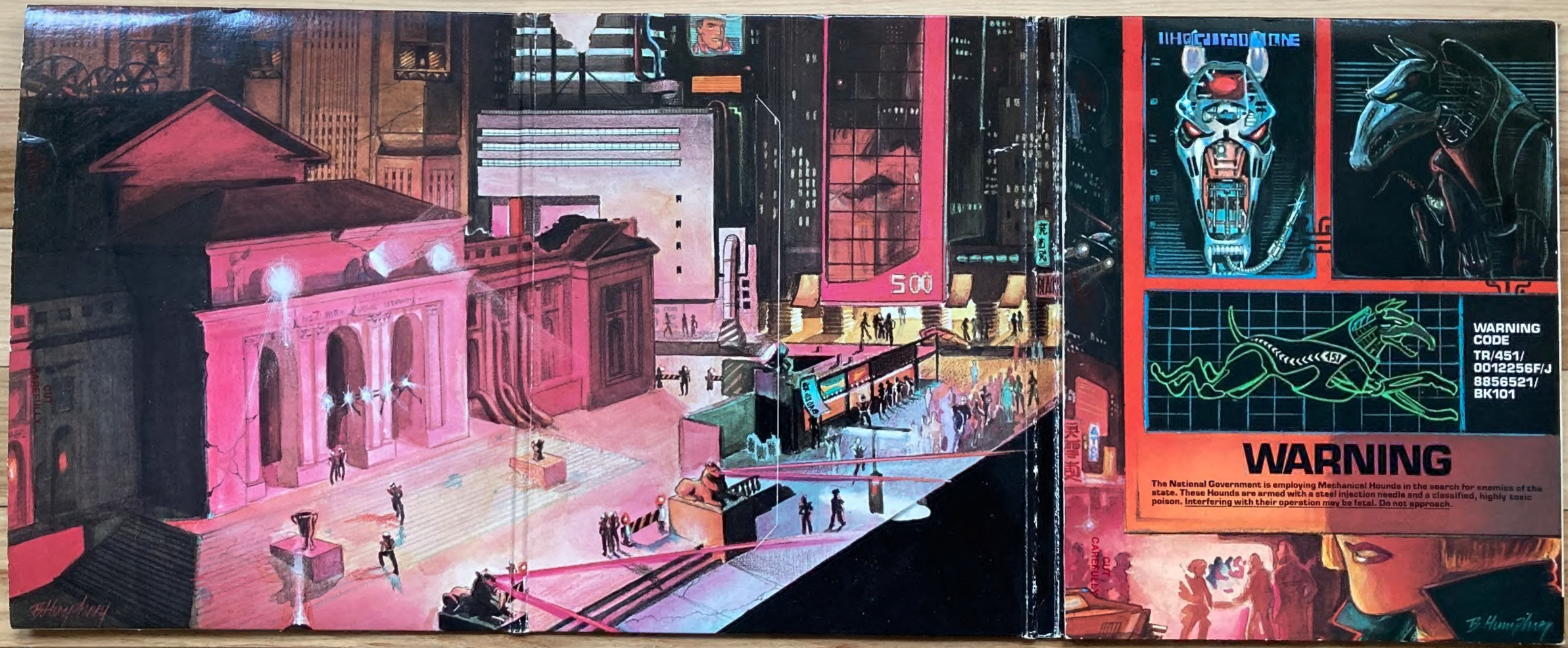
WARNING
CODE
TR/451/ 0012256F/J 8856521/ BK101

WARNING

The National Government is employing Mechanical Hounds in the search for enemies of the state. These Hounds are armed with a steel injection needle and a classified, highly toxic poison. Interfering with their operation may be fatal. Do not approach.

WANTED
DANGEROUS/SUBVERSIVE FIREMAN/
CRIMES AGAINST THE STATE/
YORK CITY/SHOOT ON SIGHT.


WARN
The National Government is employing Mechanical Hou
state. These Hounds are armed with a steel injection n
poison. Interfering with their operation may be fatal.


CUT CAREFULLY
500
WARNING CODE
TR/451/
0012256F/J
8856521/
BK101
WARNING
The National Government is employing Mechanical Hounds in the search for enemies of the state. These Hounds are armed with a steel injection needle and a classified, highly toxic poison. Interfering with their operation may be fatal. Do not approach.
CUT CAREFULLY

You are Guy Montag, fugitive. Once you wore the symbolic number 451 Once you were a Fireman. Your job in life was clearly defined: to protect men from books. Books with their dangerous knowledge, books with their facts that could be twisted, and molded, and used to destroy. Your job in life was to seek out and destroy these books, and hence your allegiance was to the Firemen who wore the sign of the temperature at which book paper catches fires and burns: 451.

Then you met the girl, Clarisse. For her, books were magical things, to be sought out and remembered, not feared. You began to challenge what you had learned from the Firemen and you became...a threat. You watched in horror as the girl and others who loved books were hunted like criminals by The Hounds: mechanical terrors who slept, but did not sleep; who lived, but did not live, in gently humming, gently vibrating silver shells.

You rebelled and discovered the Underground: individuals who are tempted by words, seduced by ideas, hungry for learning. Each of them memorized a single book, and kept it in them, the sole repository of its existence. As a war with an unseen enemy raged across America, a war too vague and too violent for you to comprehend, you escaped the Firemen and their Hounds and made your way to...New York.

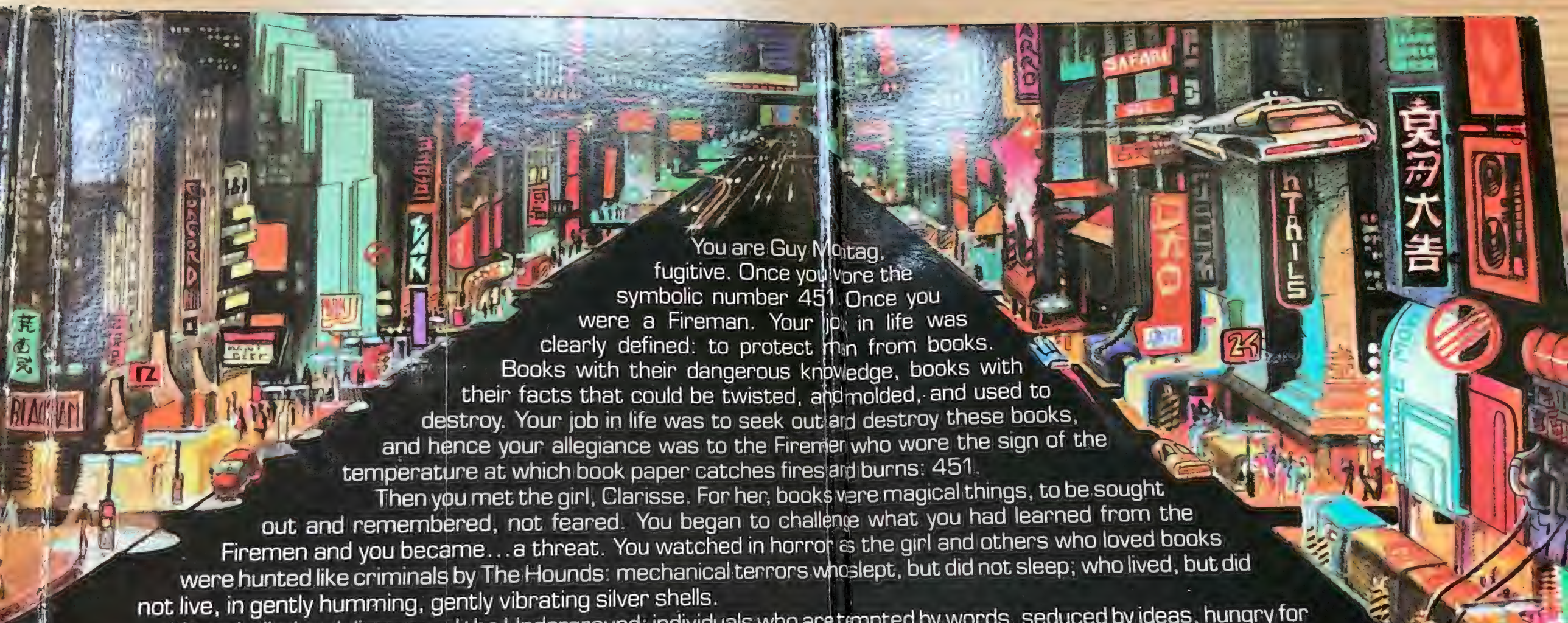
The war ended. With the help of the Underground, you acquired a new face, a new identity. You were still Montag, but no longer Montag. You remained a wanted man.

Now you wait, poised for escape, inside Central Park. You have learned of the girl's survival. She is in New York, awaiting your help in the most daring plan to rescue humankind from its own ignorance and fear.

You are about to challenge the Mechanical Hounds which patrol the streets of post-war Fifth Avenue. You are about to discover the dangers behind the reconstructed facades of one of the world's most famous streets.

You are an instrument of freedom. You must prepare yourself for the inferno: **Fahrenheit 451.**

—Ray Bradbury



You are Guy Montag, fugitive. Once you wore the symbolic number 451. Once you were a Fireman. Your job in life was clearly defined: to protect man from books. Books with their dangerous knowledge, books with their facts that could be twisted, and molded, and used to destroy. Your job in life was to seek out and destroy these books, and hence your allegiance was to the Firemen who wore the sign of the temperature at which book paper catches fires and burns: 451.

Then you met the girl, Clarisse. For her, books were magical things, to be sought out and remembered, not feared. You began to challenge what you had learned from the Firemen and you became...a threat. You watched in horror as the girl and others who loved books were hunted like criminals by The Hounds: mechanical terrors who slept, but did not sleep; who lived, but did not live, in gently humming, gently vibrating silver shells.

You rebelled and discovered the Underground: individuals who are tempted by words, seduced by ideas, hungry for learning. Each of them memorized a single book, and kept it in them, the sole repository of its existence. As a war with an unseen enemy raged across America, a war too vague and too violent for you to comprehend, you escaped the Firemen and their Hounds and made your way to...New York.

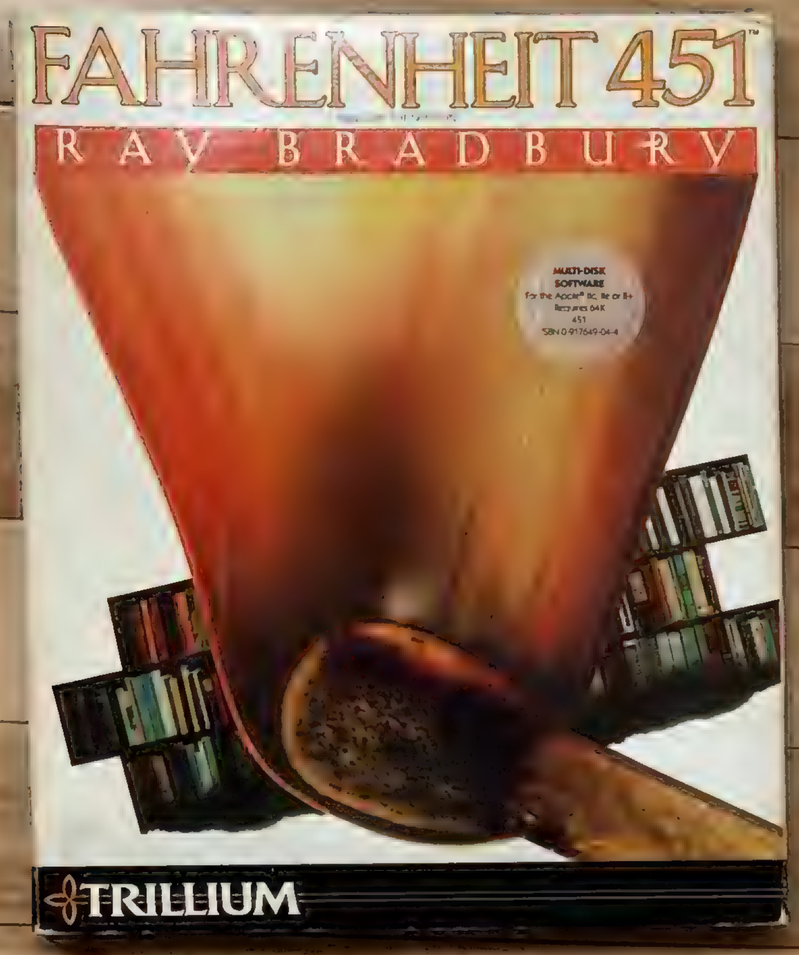
The war ended. With the help of the Underground, you acquired a new face, a new identity. You were still Montag, but no longer Montag. You remained a wanted man.

Now you wait, poised for escape, inside Central Park. You have learned of the girl's survival. She is in New York, awaiting your help in the most daring plan to rescue humankind from its own ignorance and fear.

You are about to challenge the Mechanical Hounds which patrol the streets of post-war Fifth Avenue. You are about to discover the dangers behind the reconstructed facades of one of the world's most famous streets.

You are an instrument of freedom. You must prepare yourself for the inferno: **Fahrenheit 451.**

—Ray Bradbury



NOTES FROM THE UNDERGROUND

For MEMBERS New

NOTE:

To run on the Commodore 64™ computer:

Type:

LOAD "DISK", 8

The computer will respond:

READY

Type:

RUN

FAHRENHEIT 451™

Loading on the APPLE® II series

Note: This game uses one disk drive

1. Make sure the computer is turned off
2. Insert game disk Side A into the disk drive For Apple IIe and IIc depress the CAPS LOCK key
3. Turn on the computer

Apple is a registered trademark of Apple Computer Inc.
IN-451-AP

This game is not intended as an educational product and is not produced by or connected in any way with Trillium Press, Inc

Telarium Corp.
(617) 494-1224

TRILLIUM COLLECTION

The terrific graphics on Trillium packages are just the beginning We are pleased to announce the TRILLIUM COLLECTION—an always growing collection of clothes and accessories that let you wear your adventure games on your sleeve

We are happy to make our first three items available

1. AMAZON LONG SLEEVE T-SHIRT $9.95

Top quality, with a five color silkscreen of the AMAZON cover on the back. You need to see this shirt to really appreciate it

2. THE TRILLIUM JACKET $32.95

"Members-Only" type jacket, solid black, with the Trillium logo silkscreened on the back. This is a limited edition, and is likely (well, possibly) going to become a collector's item.

3. THE TRILLIUM HATS $3.95 each

Heavy weight silk-screened painters' hats. Three types are available:

VANGO—from DRAGONWORLD, Vango the artist has his signature plastered across the top. This is a real "painter's" hat.

MONTAG LIVES—from FAHRENHEIT 451. A great way to let your feelings about censorship and government oppression be known

ENDEAVOR—FIRST ENCOUNTER 2130. From RENDEZVOUS WITH RAMA. After playing the game, you really were on the mission.

All prices include postage and handling Send check or money order to

Trillium Collection
960 Bellmore Ave.
N. Bellmore, NY 11710

Please allow three or four weeks for delivery

FAHRENHEIT 451™
For the Apple® II computer
Requires 64K
©1984 Trillium Corp. All rights reserved.

Side 3
Flip side
is
Side 4

TRILLIUM

FAHRENHEIT 451™
For the Apple® II computer
Requires 64K
©1984 Trillium Corp. All rights reserved.

Side 1
Flip side
is
Side 2

TRILLIUM

This game is not inten
product and is not pro
in any way with Trilliu

Telarium Corp.
(617) 494-1224

FAHRENHEIT 451™
For the Apple® II computer
Requires 64K
©1984 Trillium Corp. All rights reserved.

Side 3
Flip side
is
Side 4

TRILLIUM™

FAHRENHEIT 451™
For the Apple® II computer
Requires 64K
©1984 Trillium Corp. All rights reserved.

Side 1
Flip side
is
Side 2

TRILLIUM™

This game is not intended as an educational product and is not produced by or connected in any way with Trillium Press, Inc.

Telarium Corp.
(617) 494-1224

TRILLIUM™

Volume 1 No. 1 Fall/Winter 1984

WELCOME TO TRILLIUM

I've been a game player for years, and as you might expect, I've been interested in computer adventure games for just about as long as the computer has been around. Ever since the original Adventure, I've eagerly tried every new game that's come along. And I've always been frustrated.

It's no fun when the "story" suffers from a distinct lack of plot and character development. I wanted real character interaction, a chance to encounter new worlds, deal with new situations. Instead, I often spent hours playing "guess what word the parser is looking for" and solving trivial puzzles.

Puzzles are fine, but lots of meaningless puzzles and the frustration of getting terminally stuck just don't do it for me. In each TRILLIUM game, you **are** the main character. All the puzzles you encounter are ones that would be encountered if you were really there.

TRILLIUM is the expression of a would-be adventure game player. We've worked hard to produce games that aren't filled with the frustrations that have plagued so many other games, and to build in real plots and characters.

We're not all the way there yet. But we're trying. Let me know what you think.

C. David Seuss

C. David Seuss
President

A NEWSLETTER WITHOUT A NAME

This is obviously a situation that won't be tolerated. Please contribute. The creator of the chosen name will receive the complete catalog of Trillium games. Send your entries to:
NAME
c/o Trillium
1 Kendall Sq., Cambridge, MA 02139

AUTHORS TALK ABOUT ADVENTURE GAMES

Michael Crichton, creator of AMAZON

The entire Trillium line was designed in collaboration with some of the best Science Fiction and Fantasy authors. This group has quickly discovered a natural affinity for computers, and this in turn has led to some ground breaking innovations.

Michael Crichton, best known for THE ANDROMEDA STRAIN and CONGO, was drawn to the field out of frustration. "I thought this was a very interesting new form, one that was not being used in the most interesting way at all. It's being used in a very primitive way." Crichton had very real ideas about what the game should play like. "I wanted the game to change continuously. It requires the player to have the sort of inventiveness you would have to have if you're on a real expedition. I've gone to remote parts of the world such as Pakistan and Nepal. I know what it's like." Crichton worked for almost two years on AMAZON™, collaborating with programmer Stephen Warady—with Crichton contributing the plot, text and graphic ideas.

Alan Dean Foster, whose book SHADOWKEEP™ is the first novelization of a computer game (the game was created and designed by Ultrasoft), was excited about the project from the start, "Everyone seems to look upon the computer as a tool, but it's actually not a tool, it's a gate. It's a gate into other words, the fringes of which we've only begun to explore." Foster's understanding of computers allowed him to easily translate the book from the software (a computer first!).

Ray Bradbury, who collaborated with Byron Preiss Video Productions to design FAHRENHEIT 451™, has very definite ideas about the role of computers in literature. "A book is the complete experience. There's no way for a computer or a motion picture or a television show to equal defining the world the way a book can. The only way a computer can compete with a book is when it is a book." By popularizing his works using other media—such as radio, movies, TV and computers—Bradbury hopes to bring books to more and more people. If playing the sequel to FAHRENHEIT 451 piques your interest and leads you to the rest of his works, he'll have succeeded.

Arthur C. Clarke, who also worked with Preiss and his team of designers, is busier than he has ever been. 2010, the sequel to the incredibly successful 2001: A Space Oddesey, debuts this December, with Clarke himself in a cameo walk-on. Between takes of the movie, he has been jetting back and forth from his home in Sri Lanka with stops in New York to work on the game. Clarke has always been interested in computers, from HAL in 2001, to his 1953 prediction of adventure games sometime in the future. We are particularly excited about the "secret new ending" that he helped create for RENDEZVOUS WITH RAMA™.

NEW DATA

Whenever you boot up a new Trillium game, the first thing to do is type NEWDATA. This will bring up a screen of new features that have been added to the game in our never-ending battle for, "Truth, Justice and Better Quality." Many of these changes were included too late to be included in your copy of the documentation.

Introducing the future of fiction: Trillium interactive software.

It's got great plots. Great characters And it's created by great authors

But it isn't like any fiction you've ever seen before. And it's certainly not like any other software.

It starts with an idea that's simple, yet ingenious: it puts you right in the center of a great adventure story. And it puts you in control. Which is a pretty impressive beginning

But what makes Trillium absolutely unique is that it's the only line of interactive software to be produced with the involvement of the greatest science fiction and fantasy authors of our time. Authors like Bradbury, Crichton, Clarke Authors who are known the world over for the mastery of their storytelling

So what all of this really means is that now you can find yourself smack in the middle of some of the finest adventures this century has produced. Only instead of just turning the page to find out how the hero becomes the hero, you discover it yourself—sometimes the hard way.

Every Trillium adventure offers you an impressive range of features. Like the advanced text parser system that understands hundreds of words. The full color graphics that show you just what's happening. The kind of realistic, extended game play that only multiple-disk games can provide. And it all comes in a beautifully illustrated package that includes background, a word list, and a hint book.

But the best part about the future of fiction is that it's already here. Starting this summer you'll be able to find the titles shown here in stores across the country. And before long there'll be more: Robert Heinlein's **Starman Jones,** Roger Zelazny's **Nine Princes in Amber,** and **The Grand Adventure** by Philip Jose' Farmer, just to name a few.

If all this sounds slightly incredible to you, it should. After all, you didn't expect the future of fiction would be anything less, did you?

Disks for Apple® II series and Commodore 64.™

TRILLIUM

FAHRENHEIT 451™

Ray Bradbury

Imagine a future where books are illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, Guy Montag, are a rebel Fireman with a passion for books—the most wanted fugitive in the country

In this interactive adventure, a sequel to one of the most famous science fiction novels of all time, you will control, even experience first-hand the adventures of Montag as he sets forth on his mission: to restore to the world the freedom it once had.

Fahrenheit 451 is the first program to be produced with the collaboration of Ray Bradbury. One of the giants of his field, Bradbury is probably known to a larger audience than any other living science fiction author.

RENDEZVOUS™ WITH RAMA

Arthur C. Clarke

The year is 2130, and a huge new asteroid has just been discovered and named: Rama. As it approaches Earth, routine questions are answered by bigger ones—until finally, the impossible becomes the obvious: Rama is actually a mammoth spaceship

As fate has it, only one of our ships is close enough to Rama to meet it—and it is the ship you command. Without even reading them, you know your orders: to rendezvous with the ship, to explore it, to find its creators, and to return home—if you can.

Rendezvous With Rama is the first software to be produced with the collaboration of Arthur C. Clarke. World-famous author of **2001: A Space Odyssey,** Clarke continues to be a major figure in science fiction writing

DRAGONWORLD™

Preiss/Reaves

You are Amsel of Fandora. Scientist, researcher, something of a visionary You had been living as a hermit—until a message that appeared in the Dragon pearl told you of the kidnapping of your most valued companion, the Last Dragon. You are the only one who can save him

The task is not easy. You will have help from your friend Hawkwind, ruler of neighboring Simbala. But only you can make the decisions that determine your fate—and the fate of the Last Dragon

Dragonworld, by Byron Preiss and Michael Reaves, is the first fantasy adventure game to be written by the authors of a bestselling fantasy novel

AMAZON™

Michael Crichton

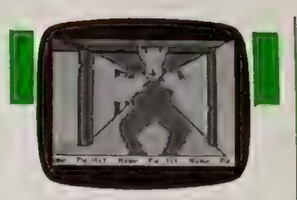
You've just been hired NSRT, a top-secret, high-tech research firm. You knew your work wouldn't be easy—but you weren't expecting your first assignment to be a solo expedition to one of the most dangerous, most unexplored areas on Earth. Nevertheless, you're on your way to the Amazon, on a mission whose purpose is secret and whose dangers are deadly

This is a game whose design and text are eloquent, surprising, and even witty—and it may be played at three different levels, all challenging in their own ways

Amazon is Michael Crichton's first interactive adventure. The world-renowned novelist and filmmaker is best known for his books **The Andromeda Strain** and **Congo.**

SHADOWKEEP™

Alan Dean Foster



Once, the Shadowkeep was the fortress of the good wizard Nacomedon. But now, its inhabitants are evil monsters, servants of the wicked Dal'brad—and the land is blighted with their dark powers

As one adventurer after another fails to vanquish Dal'brad and his hoards, all hope turns to you. Can you recapture the Shadowkeep, with its mazes and monsters? And free Nacomedon, now held captive? The challenge is formidable—but you accept, assembling your band of adventurers and bravely setting forth

Shadowkeep is the first Role Playing Fantasy game to have inspired a novel by a major science fiction writer, Alan Dean Foster, author of **Alien** and the **Spellsinger** series

TRILLIUM™
COLLECTION

The terrific graphics on Trillium packages are just the beginning. We are pleased to announce the TRILLIUM COLLECTION—an always growing collection of clothes and accessories that let you wear your adventure games on your sleeve.

We are happy to make our first three items available:

1. AMAZON LONG SLEEVE T-SHIRT $9.95

Top quality, with a five color silkscreen of the AMAZON cover on the back. You need to see this shirt to really appreciate it.

2. THE TRILLIUM JACKET $32.95

"Members-Only" type jacket, solid black, with the Trillium logo silkscreened on the back. This is a limited edition, and is likely (well, possibly) going to become a collector's item.

3. THE TRILLIUM HATS $3.95 each

Heavy weight silk-screened painters' hats. Three types are available:

VANGO—from DRAGONWORLD, Vango the artist has his signature plastered across the top. This is a real "painter's" hat.

MONTAG LIVES—from FAHRENHEIT 451. A great way to let your feelings about censorship and government oppression be known.

ENDEAVOR—FIRST ENCOUNTER 2130. From RENDEZVOUS WITH RAMA. After playing the game, you really were on the mission.

All prices include postage and handling. Send check or money order to:

Trillium Collection
960 Bellmore Ave.
N. Bellmore, NY 11710

Please allow three or four weeks for delivery.

TRILLIUM™

One Kendall Square
Cambridge, MA 02139

NOTES FROM THE UNDERGROUND

For MEMBERS New

CRIMINAL ALERT NOTICE

Guy,
Lifted this from the Firehouse;
thought you'd be curious.
By the way, welcome! Everyone in
the Underground feels this could be a
turning point, having someone with
your experience. We'll try and help you
through, as much as we can—I know
it'll be dangerous out there, but we are
hovering in the background...
Be careful!
J. Swift

Ian Swift

To all New Members:

Welcome to the Underground. You have joined a group of people who are dedicated to freedoms—whether the freedom found between the covers of a book, or the freedom that once existed in this country and

and uncer-
but you are
ling to assist
to guide their
will be reward

s," which de-
quotations to
...

Underground Communication Notes

In general...

The 451 Corps pervades the city. To avoid being overheard, always use the Underground Communication System (see attached word list).

Communications should consist of succinct, precise sentences. A verb (**TAKE, GIVE, ENTER**) should always start the command; and a noun, whether a person, a place, or a thing (**CLARISSE, PHONE BOOTH, KNIFE**), should follow the verb. You may use **THE** before a noun (**USE THE LIGHTER**).

Multiple nouns should be separated from each other by a **comma** or **AND**, such as:

TAKE THE LIGHTER AND THE KNIFE
TAKE THE LIGHTER, THE KNIFE, AND THE GLASSES
TAKE LIGHTER, KNIFE, AND GLASSES
TAKE LIGHTER, KNIFE, GLASSES

It's not necessary to end a command with a period.

Several separate actions may be included in one command, but actions must be separated by a comma or the word **THEN**. If, in a string of actions, a noun is repeated, the noun may be replaced with **IT**. For example:

ENTER THE STORE, TAKE THE CARD, READ IT
EXAMINE THE MAGAZINE, THEN BUY IT
EXAMINE THE BUTTERCUP, TAKE IT, THEN GO SOUTH.
TAKE ALL, THEN GO SOUTH.

Note: Communications should not be over two lines of type in length. If longer communications are required, separate the commands into logical sequence, and press **RETURN** between them.

Literary quotations...

Underground members use quotations from literature to convey messages to each other. Be prepared to learn to do the same, and to remember the quotations you hear. To avoid the risk of forgetting a crucial message which you, in turn, might need to use later, commit the quotations you hear to memory (or record them in a hidden place).

Commands that aren't understood...

Commands won't be understood if they appear impossible to carry out, if they mention objects that aren't available, or if the words you use are not on the attached Word List. If your command is incorrect, you'll receive a message indicating that, and you'll have an opportunity to correct the command.

FAHRENHEIT 451™
Proof of Purchase

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

Get a full description of the area around you by entering **SURROUNDINGS (SURR)** or **LOOK**. For further details about anything you see, enter **EXAMINE ⟨name of item⟩** or **INSPECT ⟨name of item⟩**. Check for 451 Patrols or Hounds by entering **EXAMINE STREET**. Finally, the command **REPEAT** will give you the room description you received when you first walked in.

Your possessions...

Enter **INVENTORY (INV)** at any time to see a complete list of your possessions. For a detailed description of any item you have, enter **INSPECT ⟨item⟩** or **EXAMINE ⟨item⟩** as above. Keep track of your cash by entering **COUNT MONEY**.

Your identity...

If you need a new ID, try and track down an engraver. Don't forget which ID you're using. Try **CHECK ID** when you're not sure.

Time...

Keep track of it! Except for the Hound, time is your worst enemy. Enter **TIME** to learn the day and time. And, if it's night and you're tired, enter **SLEEP**. The eight hours will do you good. Be sure to sleep in a place controlled by the Underground.

Underground Communicat

In general...

The 451 Corps pervades the city. To
always use the Underground Comm
attached word list).

Communications should consist of
tences. A verb (**TAKE, GIVE, ENTE**
command; and a noun, whether a
(**CLARISSE, PHONE BOOTH, KNIFE**
You may use **THE** before a noun (**U**

Multiple nouns should be separated
comma or **AND**, such as:

TAKE THE LIGHTER AND T
TAKE THE LIGHTER, THE K
AND THE GLASSES
TAKE LIGHTER, KNIFE, AN
TAKE LIGHTER, KNIFE, GLASSE

It's not necessary to end a command with a period.

Several separate actions may be included in one command, but actions must be separated by a comma or the word **THEN**. If, in a string of actions, a noun is repeated, the noun may be replaced with **IT**. For example:

ENTER THE STORE, TAKE THE CARD, READ IT
EXAMINE THE MAGAZINE, THEN BUY IT
EXAMINE THE BUTTERCUP, TAKE IT,
THEN GO SOUTH.
TAKE ALL, THEN GO SOUTH.

Note: Communications should not be over two lines of type in length. If longer communications are required, separate the commands into logical sequence, and press **RETURN** between them.

Literary quotations...

Underground members use quotations from literature to convey messages to each other. Be prepared to learn to do the same, and to remember the quotations you hear. To avoid the risk of forgetting a crucial message which you, in turn, might need to use later, commit the quotations you hear to memory (or record them in a hidden place).

Commands that aren't understood...

Commands won't be understood if they appear impossible to carry out, if they mention objects that aren't available, or if the words you use are not on the attached Word List. If your command is incorrect, you'll receive a message indicating that, and you'll have an opportunity to correct the command.

FAHRENHEIT 451™
Proof of Purchase

To help us provide you with better service in the future, please mail this card to TELARIUM within 10 days of the date of the original purchase.

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY CARD
FIRST CLASS PERMIT NO. 1712 CAMBRIDGE, MA

POSTAGE WILL BE PAID BY ADDRESSEE

TELARIUM CORP.
1 Kendall Square
Cambridge, MA 02139

Get a full description of the area around you by entering **SURROUNDINGS (SURR)** or **LOOK**. For further details about anything you see, enter **EXAMINE ⟨name of item⟩** or **INSPECT ⟨name of item⟩**. Check for 451 Patrols or Hounds by entering **EXAMINE STREET**. Finally, the command **REPEAT** will give you the room description you received when you first walked in.

Your possessions...

Enter **INVENTORY (INV)** at any time to see a complete list of your possessions. For a detailed description of any item you have, enter **INSPECT ⟨item⟩** or **EXAMINE ⟨item⟩** as above. Keep track of your cash by entering **COUNT MONEY**.

Your identity...

If you need a new ID, try and track down an engraver. Don't forget which ID you're using. Try **CHECK ID** when you're not sure.

Time...

Keep track of it! Except for the Hound, time is your worst enemy. Enter **TIME** to learn the day and time. And, if it's night and you're tired, enter **SLEEP**. The eight hours will do you good. Be sure to sleep in a place controlled by the Underground.

Produced and Developed by Byron Preiss Video Productions, Inc., leading designers of entertainment and educational software.
Technical Design and Direction: Lee Jacknow
Developed by: Ray Bradbury and Byron Preiss
Writer: Len Neufeld
Design Director: Robert Strong
Illustrators: Brian Humphrey and Robert Strong
Senior Systems Programmer: Michael P. Meyer
Technical Editor: Andre Garneau
Opening Sequence: Alex Jay
Opening Sequence Programming: Jeffrey Schneider

Based on the book, *Fahrenheit 451*, by Ray Bradbury.
© 1953 Ray Bradbury, A Ballantine Book.
Packaging Art: Brian Humphrey

This software product is copyrighted and all rights are reserved by Telarium Corp. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling or otherwise distributing this product is hereby expressly forbidden.

FAHRENHEIT 451 computer program is a trademark of Telarium Corp.

© 1984 Telarium Corp., One Kendall Sq., Cambridge, MA 02139 (617) 494-1224

Warranty

If this product should fail to work for any reason during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail it to us at the address below. If it has been physically damaged, you will be charged five dollars for replacement.

Warranty
c/o Customer Service
Telarium Corp.
1 Kendall Square
Cambridge, MA 02139
(617) 494-1224

Handbook Design: Graphic Ink

Standard Public Release Form No. 451-C-22

Name of Suspect: ***Guy Montag***

To all members of the 451 Corps, New York Division:
We all are aware that the Underground continues to permeate unsavory sectors of our City. Despite the valiant efforts of Corps members to snuff out insurgents, the renegades have succeeded in maintaining subversive activities and recruiting others to their cause. The 451 Corps, rightful custodians of the peace of our society, must revitalize their mission: keeping the world free of books, the instruments of unrest.

One particular fugitive has been spotted in various sectors of the City. Guy Montag, once a stellar member of the 451 Corps, has clearly been tempted by the rhetoric of the Underground and is now connected with their reprehensible cause. This deserter and deviant must be brought to task for his crimes against the state.

Among his distinctive characteristics is the aroma of kerosene, which persists as a permanent talisman to his true but suppressed loyalties.

Additionally, there is a belief that Montag has obtained identification badges which falsify his identity and effectively confuse our efforts to track him. Please be on the alert.

KNOW YOUR ENEMIES!

The 451 Corps

Slogan:
"Monday burn Millay
Wednesday Whitman
Friday Faulkner
Burn 'em to ashes then burn the ashes."

Rules:
1. Answer the alarm swiftly.
2. Start the fire swiftly.
3. Burn everything.
4. Report back to the firehouse immediately.
5. Stand alert for other alarms.

Outfit:
Black shirt. Badge stitched with image of orange salamander. Platinum lighter.

History:
Established in the late 1700s in the American Colonies to burn English-influenced books. The first fireman was Benjamin Franklin, who invented libraries to hold outlawed books awaiting the torch.

The Hound:
One Mechanical Hound is assigned to each precinct, where it is housed in the Firehouse kennel. Hounds are made with an armored shell, and their circuitry is state-of-the-art. The legs are padded with rubber paws, and a needle-tongue injects the Hound's victim with a lethal dose of procaine or morphine. Its electronic olfactory system can be programmed to hunt and destroy any living creature, including any individual for whom the Master File maintains an outlawed Chemindex.

CRIMINAL ALERT NOTICE

Guy,

Lifted this from the Firehouse; thought you'd be curious.

By the way, welcome! Everyone in the Underground feels this could be a turning point, having someone with your experience. We'll try and help you through, as much as we can—I know it'll be dangerous out there, but we are hovering in the background...

Be careful!

J. Swift

Standard Public Release Form No. 451-C-22

Name of Suspect: ***Guy Montag***

To all members of the 451 Corps, New York Division:
We all are aware that the Underground continues to permeate unsavory sectors of our City. Despite the valiant efforts of Corps members to snuff out insurgents, the renegades have succeeded in maintaining subversive activities and recruiting others to their cause. The 451 Corps, rightful custodians of the peace of our society, must revitalize their mission: keeping the world free of books, the instruments of unrest.

One particular fugitive has been spotted in various sectors of the City. Guy Montag, once a stellar member of the 451 Corps, has clearly been tempted by the rhetoric of the Underground and is now connected with their reprehensible cause. This deserter and deviant must be brought to task for his crimes against the state.

Among his distinctive characteristics is the aroma of kerosene, which persists as a permanent talisman to his true but suppressed loyalties.

Additionally, there is a belief that Montag has obtained identification badges which falsify his identity and effectively confuse our efforts to track him. Please be on the alert.